

GAME BOY ADVANCE

AGB-BSUE-USA

DREAMWORKS[®]

Shark Tale[™]



INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Getting Started

- Make sure the power switch is OFF.
- Insert the DreamWorks® *Shark Tale*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

NOTE: The Shark Tale Game Pak is for the Game Boy® Advance system only.

Menu Controls

+Control Pad: Highlight Menu Selection

A Button: Confirm Selection

B Button: Return to Previous Menu

Game Boy[®] Advance Controls



+Control Pad: Swim Right, Left, Up, Down

A Button: Punch, Swim, Use Power-Ups

B Button: Kick

B Button: Talk to NPCs

R Button: Quick Swim (Dash)

Fighting with Oscar

Oscar is a master of "fish-fu." He has more moves in his arsenal than the standard punch and kick. See below to learn how to perform Oscar's fighting moves.

A Button (from idle): Uppercut

A Button, after uppercut: Hook Fin Strike

A Button, after a hook: Sticky Fin Punch

B Button (from idle): Tail Kick

B Button, after Kick 1: Double - Tail Swipe

B Button, after Kick 2: Spin Tail Kick

B Button and

+Control Pad ←, →, ↑, ↓ (while swimming): Somersault Tail Slash

A Button and +Control Pad ←, →, ↑, ↓ (while swimming): Dart Fin Chop

Welcome to Reef City

It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to Fame and Fortune. Oscar finds himself in a jam more often than not. He isn't a troublemaker, but somehow manages to get himself into troublesome situations.

Working at the Whale Wash just doesn't pay the bills, and Oscar owes his boss, Sykes, 5,000 clams. The sharks are out for him too! It seems like Oscar can't go anywhere without finding trouble.



This is where you come in... You'll have to help Oscar hustle to stay one step ahead of the sharks and become the hip hero of Reef City. Your skills will help Oscar pay the bills in his fight to avoid danger and rise to fame. It won't be an easy day for Oscar! You'll need to use your wits as you visit the underbelly of Reef City, hunt for information, stop the bad guys and win the admiration of the public in your quest for fame. Good thing Oscar has all the right moves... Whether he's at the edge of the reef battling sharks or showing off his fresh grooves downtown in Reef City, Oscar does it with all the style and panache of a superstar!

Playing as Oscar, you'll adventure, dance and fight your way to Fame and Fortune. In *Shark Tale*, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.

Characters



Oscar

Oscar is a fast-talking little fish who's been able to finagle his way out of trouble—until now. After taking credit for being a hero, Oscar starts living the good life. But if he can't live up to his reputation, he knows the tide will turn against him.

Sykes



Sykes is a puffer fish who's full of hot air. He owns the Whale Wash where Oscar works, but also floats a few business deals on the side. When Oscar strikes it big, Sykes seizes the opportunity to make a few extra clams and takes Oscar under his fin.



Angie

Angie is a beautiful angelfish who harbors a secret crush on Oscar. She was the only one who believed in Oscar when he was a nobody, but she can't help but be disappointed when he plays the hero to the hilt. Angie is truly the angel on Oscar's shoulder, making him do the right thing in spite of himself.



Lola

Lola is a sensuous dragon fish who uses all her feminine wiles to get what she wants—and what she wants is the reef's newest hero: Oscar. A true femme fatale, Lola may prove fatal to Oscar when she gets her hooks into him.



Lenny

Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark? If Lenny's ever going to earn his father's respect, he's going to have to teach his dad that it's sometimes okay to swim against the current.



Frankie

Frankie is Lino's oldest son, a hot-tempered, cold-blooded great white shark. A loyal son, Frankie does his best to help his brother Lenny become the killer shark he was born to be. Unfortunately, Frankie is anchored to old family traditions, which leads to his untimely fate.



Lino

Lino is a Great White Shark and the master of the reef. He has big plans for his sons, Lenny and Frankie. When Oscar interferes with those plans, Lino decides to make Oscar the catch of the day.

Ernie and Bernie

Two Rastafarian jellyfish, Ernie and Bernie, work for Sykes and take great pleasure in their work. Ernie and Bernie have a stinging sense of humor, and what they try to do to Oscar is truly shocking.



Main Menu

Start Game – Choose **Start Game** to begin a new adventure or continue an existing one. The *Shark Tale*™ Game Pak can store up to 3 separate game saves. To begin a new adventure, choose one of the New Game slots. Select 3 letters to identify your game. Use the directional pad to highlight a letter and press the **A** Button to select it. If you make a mistake, press the **B** Button to backspace. Once you've named your game, highlight **OK** at the bottom right corner and press the **A** Button to begin the game.

To load a previously saved game, select the game you want to play from the list and press the **A** Button.

NOTE: Saved games show the percentage of subway tokens collected on the right.



To erase a saved game, highlight **Erase** at the bottom of the list and press the **A** Button. Now highlight the saved game you want to erase and press the **A** Button.

To confirm, choose **Erase** and press the **A** Button. If you accidentally select the wrong file to erase, choose **Cancel** and press the **A** Button.

NOTE: Once a game is erased, it cannot be recovered.

View Credits – Select **View Credits** to see the names of the people involved in the development of *Shark Tale* for the Game Boy® Advance.



Chapters

When starting a new game, you'll begin on the first level of Chapter 1. There are 4 chapters, and each chapter is comprised of 4 levels. At the beginning of the game, you'll only be able to select Chapter 1. Once you defeat all the levels in the first chapter, the second chapter will unlock. There's an extra Arcade chapter containing mini games that can only be unlocked by collecting all the tokens in the other chapters. All unlocked mini games can be found in the Arcade chapter.



Collecting Subway Tokens



Token

On certain levels in the game, you can collect Subway Tokens that are dispersed through the environment. If you collect all the Subway Tokens in one chapter, you will open up a mini game. When selecting a level in a particular chapter, you will find the number of Subway Tokens found on that level in the lower left corner.

Playing Shark Tale

Story Scenes

You'll see story scenes from the DreamWorks® *Shark Tale*™ movie at the beginning of each level to give you some background on the characters. Press the **A** Button to advance through the screens one at a time. Press **START** to skip all movie screens.

In-Game Display

In the upper left corner a picture of Oscar is displayed with 5 bars lined up below the picture. These bars represent Oscar's energy. Each hit that Oscar takes causes one bar of energy to disappear. Once Oscar loses all 5 of his energy bars, he tires out and the level must be restarted.



In certain levels, Oscar can pick up projectiles to throw at his enemies. When Oscar picks up projectiles, they appear to the right of Oscar's health meter. This indicator displays the type of projectile and the number of projectiles available to throw.

The upper right corner of the screen displays the number of Subway Tokens collected out of the total number of Subway Tokens located in the level. (For example, if it says "1/10," you've collected 1 out of the 10 Subway Tokens located in that level.)

Some missions in *Shark Tale* are timed. In these missions, the time remaining is displayed at the top of the screen between the projectiles and the Subway Tokens collected in the level.



Pause Menu

At any time during gameplay, you can press **START** to pause the game and view the Pause Menu.

- **Resume** – Selecting this will return you to the game.

- **Quit Level** – If you want to quit the game, highlight **Quit Level** and press the **A** Button. A confirmation message appears to make sure you want to quit.
- **Sound** – This allows you to adjust the volume levels of the music and sound effects in the game.
- **Sleep** – This allows you to set your Game Boy® Advance to Sleep Mode. Sleep Mode turns off your screen to save batteries. You won't lose your game's progress when you set the Game Boy® Advance to Sleep Mode. To turn off Sleep Mode, press the **L** Button, **R** Button and **SELECT** at the same time. The Game Boy® Advance screen will turn back on so you can resume your game from where you left off.

NOTE: If you turn off your Game Boy® Advance while it's in Sleep Mode, you must start the last level you played from the beginning.



Items

Collectibles

Oscar can collect certain items while swimming around. These items have different uses.



Clock – When you collect this item, 10 seconds are added to the clock. This item only appears in timed missions.



Subway Tokens – There are Subway Tokens scattered throughout some levels. If Oscar collects all the Subway Tokens in a chapter, a mini game will be unlocked. Collect all of the Subway Tokens in each chapter to unlock all the mini games in *Shark Tale*.

Food

Oscar can find food items to replenish his health. There are 3 different types of food. Each one replenishes a different amount of health.



Kelp Pizza – Restores full health.



Kelp Burger – Restores 3 health.



Dolphin Donut – Restores 1 health.

Projectiles

Oscar can pick up different projectiles throughout his adventures in Reef City. The list below shows what each projectile does.



Newspaper (single) – Oscar can throw a single newspaper at his enemies and destructible items.



Newspaper (triple) – Oscar can throw 3 newspapers at once, that spread apart as they travel.



Ink Bomb – When thrown, the ink bomb will damage any enemy caught in the ink blast.



Shrimp Swarm – These guys will swarm out and attack enemies on the screen. The swarm gradually gets smaller as they attack more enemies.



Whale Sonar – Send out sonar waves to shake the screen and destroy all enemies on screen.

Destructibles

Some objects are destructible and may reveal other items when broken open.



Garbage Cans



Stack of Tires



Crates



Credits

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Notes

Notes

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